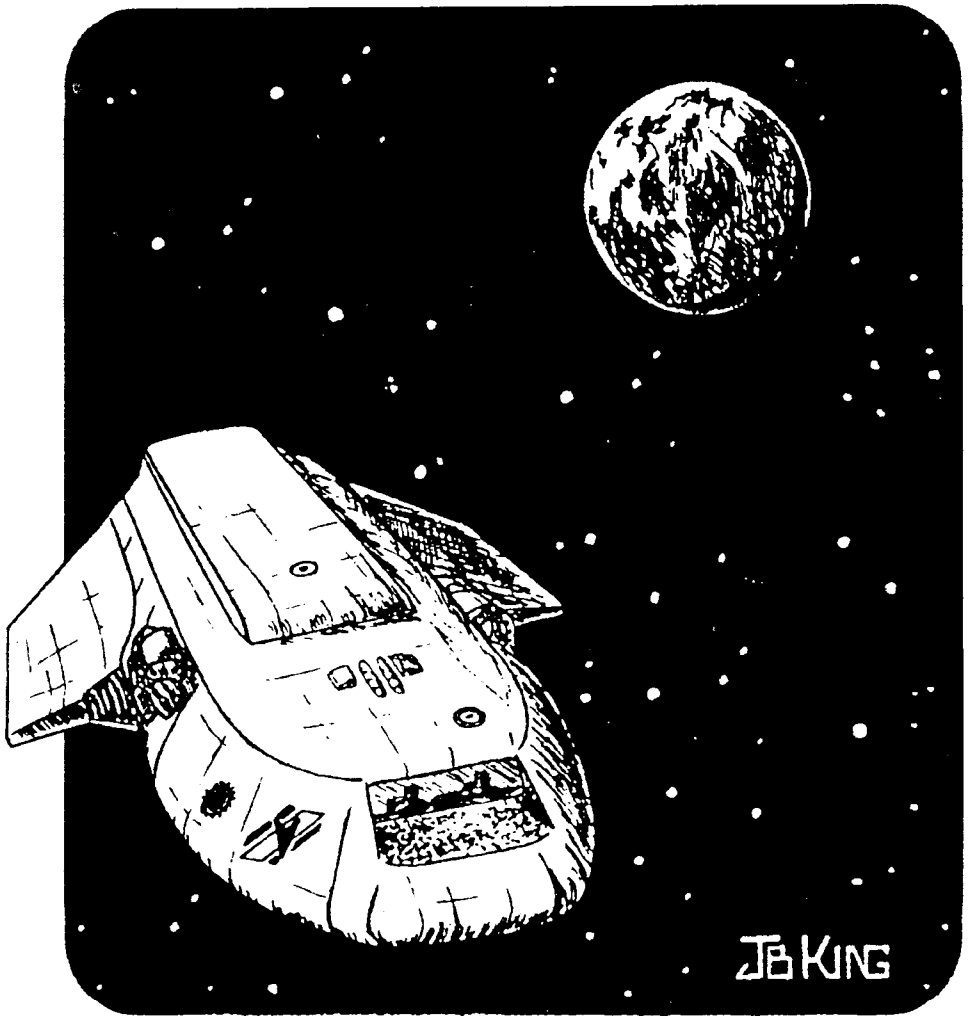
JUMPSPACE

ISSUE 4

AN ILLUSTRATED FANZINE FOR *TRAVELLER*™

$2.50



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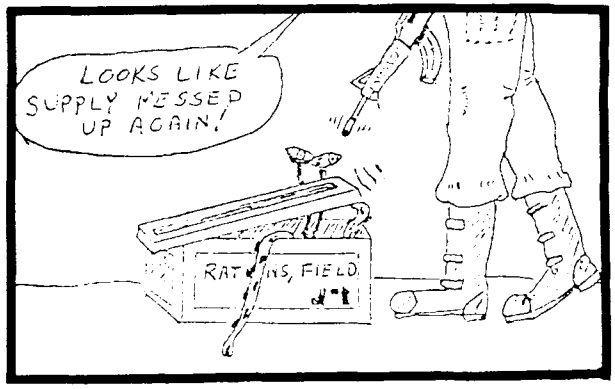
Jumpspace is an amateur magazine devoted to GDW's science fiction role playing game of the far future Traveller



Jerry Campbell

NOTES FROM JUMPSPACE

By James B. King

Hello again. First, I wish to thank those of you who have written and malted your comments to me. I also thank this issue's contributors, which include Glen Allison and Jerry Campbell. You will find something a little different in this issue - a crossword puzzle; which brings me to a question for you. Do you like the idea of seeing this type of material in Jumpspace? I personally enjoyed testing my knowledge of background info. But it's only one opinion. I'm always glad to receive letters expressing particular likes, and even dislikes. An editor does have to keep the readers happy to keep them readers!

You will notice that this entire issue is in small type, which is just one more way of making Jumpspace worth your subscription dollars. But, as this allows more actual material to be included in each Issue, I have a greater need for manuscripts. So if you have been considering writing and sending an article to me, please do! Issue 5 will be a special Vargr issue, so If you have something created that concerns these infamous characters, you might consider sending it.

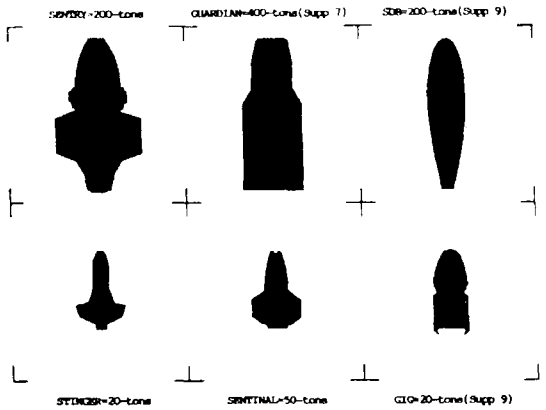
Stafford Greene, of Seeker, a publisher of "Approved for Traveller" products, has asked me to tell Jumpspace readers that they are always looking for new writers and artists. If you have some art samples, send them. If you have adventure ideas, you should probably send a query first to see if they are interested before going to a lot of work to prepare a manuscript.

POLICE CHARACTER GENERATION: in Jumpspace #3 I suggested that Traveller players purchase Dragon #113 because it contained an advanced generation

system for police officers. I think Terry McInnes did an exceptional job on it, and apparently the editor of Different Worlds, Mr. Tadashi Ehara, agrees with me as that same system recently appeared in DW #46, which, by the way, was a science fiction special issue.

Of course, an official advanced system was finally presented in Challenge #30, and, though this system is quite usable, It does have Its quirks; for instance, its Skill Tables do not include one primary foundation stone on which police departments are built upon - Forensics - "the ability to find and examine physical evidence." This skill was included in the basic system for police generation that was presented in Travellers' Digest #4, and is included in Terry McInnes' advanced system. In my personal opinion, Terry's system is more accurate and realistic in other ways as well, but again, it isn't official. So If you use the official system, I would at least suggest that you mark out one Interrogation skill listing under the Detective Branch (there are two) and pencil the Forensic skill in its place. The use of this skill is well explained in Travellers' Digest #4.

Lasts, but not least, a paragraph about this issue's system defense special. In two articles are presented three 15mm deck plans - a 200-ton boat, a 50-ton patrol cutter, and a 20-ton missile launch, all High Guard designs. Also, below are silhouettes for the vessels in this issue, as well as for the SDBs in Supplement 7 and 9. Permission is granted by the publisher to photocopy these silhouettes for personal use only. You will likely want to glue them to a piece of card stock. Dry glue (such as Glue Stic) works best. Vessels of 100-tons or more are shown 1-inch long. Small craft are 1/2 Inch. Enjoy and make use of them.



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Articles and illustrations are welcome and encouraged. Present payment is by way of a free issue of Jumpspace. Non-subscribers receive a copy of the issue their work appears in, while subscribers have their subscriptions extended, unless they request otherwise. Almost any Traveller related subject will be considered, but if In doubt, query. Always include a stamped and self-

addressed envelope to guarantee a response. Send mail to:

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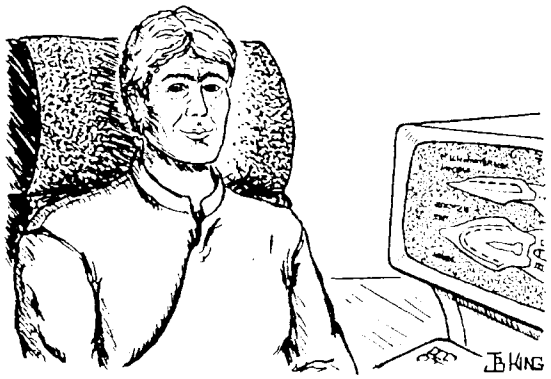
A MOMENT WITH NAVAL ARCHITECT TYLER PURCELL

By James B. King



"Several times each year I am approached by individuals who always have the same general question: 'Why are starships so expensive?' As a matter of fact, I'm still chuckling over the last questioner. She had figured up that a new 100-ton scout/courier costs Cr 276,000 per ton! Of course that figure had appalled her. But what she and so many others like her do not realize is what all is entailed in constructing a starship. In fact, interstellar travel is now so routine that most people don't realize what a wondrous and fascinating occurrence it is.

Fine. So what makes a starship so expensive? Well, more than a third of the cost of that scout/courier is for the jump drive alone, so let's take a closer look at interstellar travel itself. Think about it. Such travel is only reasonably

possible through the use of a jump drive, which opens a rift in the fabric of space and allows the vessel to enter jumpspace. A simple and commonplace statement really, but most people can not begin to comprehend the vast amount of energy a jump drive's capacitors must generate in order to do this. Nor do they seem to realize the significance of the fact that the speed of the scout/ courier will approach 340 times the speed of light!

Let's go even deeper into a ship's drives. First, they aren't simple machines of welded iron, they are high-tech, highly complex and elaborate fusion reactors made of high strength, heat resistant special alloys. This makes them far from cheap. Many internal mechanisms use rare and expensive metals, such as lanthanum. These fusion reactors burn liquid hydrogen, a potent fuel indeed.

Speaking of hydrogen, let's talk about some of the simpler processes, which really aren't that simple. How many people realize that, in order for hydrogen to be pumped into fuel tanks and stored in liquid form, it must be chilled to 217°C below zero? Now that's cold. In fact, it isn't that far from absolute zero, which is theoretically the coldest temperature possible.

But the cold isn't enough. Before liquid hydrogen enters the combustion chambers within the drives, it is brought to an extremely high pressure by efficient turbo pumps, some of which spin at a rate of 40,000 revolutions per minute! Other pumps in the system then have to carry away the extreme heat that is created by hydrogen combustion. You wouldn't believe the headaches involved in designing these pump systems, nor the price tags that accompany their construction.

How about the ship's hull? Can you imagine the stress from high-G maneuvers and that caused by

entry into and exit form jumpspace? The hull must be constructed to withstand this stress. And inside the hull of that scout/courier are virtually hundreds thousands of kilometers of wiring, most of which forms a network that is used to maintain a jumpfield around the ship, and to keep the properties of jumpspace from entering to the interior of the vessel.

I could go on and on about the inherent costs of starships, I mean, I haven't even mentioned advanced computers or life support systems, but I am a busy person. One thing you might keep in mind though. When the first starships comparable to our example scout courier were being developed, they cost twenty to thirty times as much money. So maybe that scout/courier isn't so expensive after all."

Tyler Purcell is employed by Hettinger and Pohle, Associates, a design firm that is prominent through out the Spinward Marches.

SMALL CRAFT FOR SYSTEM DEFENCE

By James B. King

As defense means resistance against attack, all non-jump military vessels play the role of system defense, as they must wait for combat to come to them, unless they are carried on or within jump-capable ships. Essentially, all types of armed, military small craft can be dubbed system defense craft. Below are presented two small craft

that were designed by the naval architectural firm of Hettinger and Pohle, Assoc. for the primary purpose of system defense. Both contain a stateroom to allow deep-system patrol.

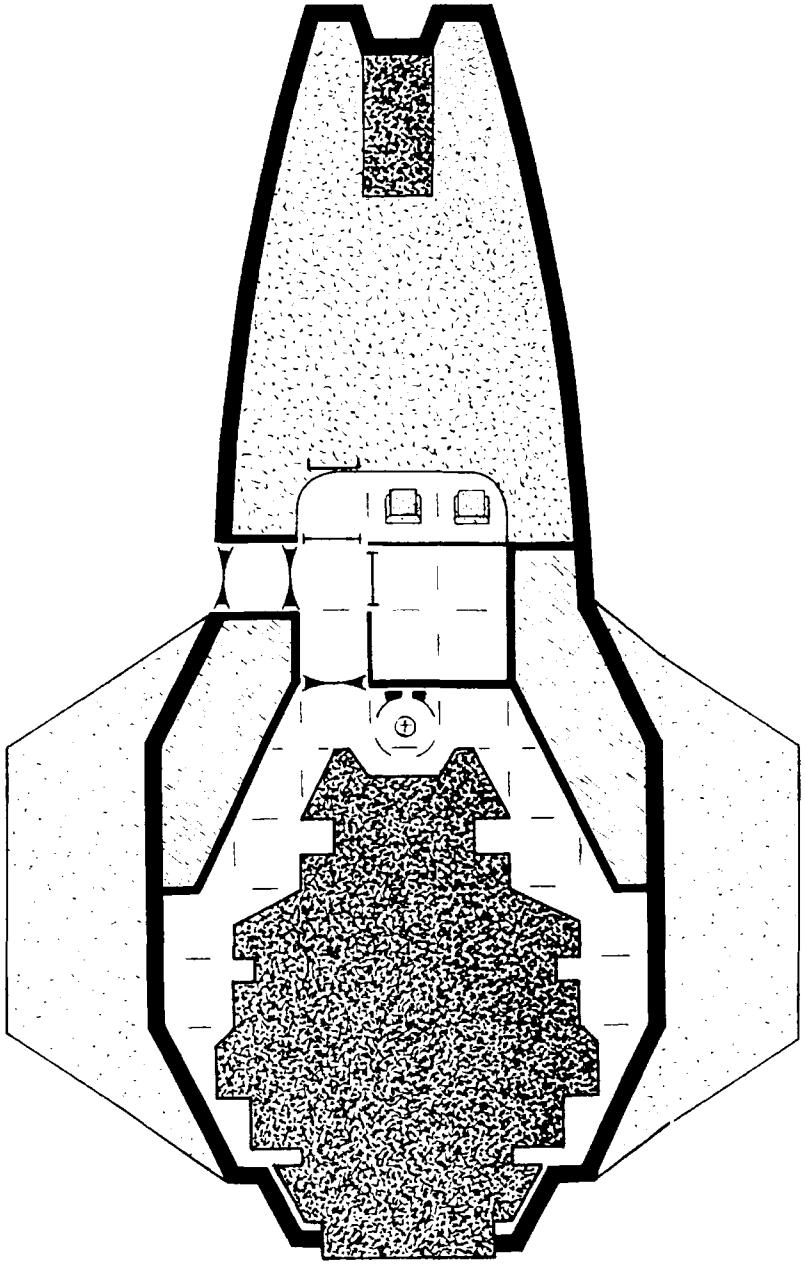
SENTINEL CLASS PATROL CUTTER
(High Guard Design)

The Sentinel carries two lasers mounted in the nose. Directly behind the bridge, and part of the bridge section, is the stateroom. The engineering section contains 5 tons of fuel; the remaining 6.25 tons of fuel is carried below the crew deck. Extra fuel is carried primarily to give the Sentinel more staying ability in combat should it suffer a fuel hit.

Tech Level:	12
Tonnage:	50 tons
Hull:	Needle/Wedge
Maneuver:	5G
Power Plant:	9
Fuel:	11.25 tons (10 weeks)
Computer:	Model 2
Hull Armor:	Factor 2
Weaponry:	2 Beam Lasers
Crew:	2 (1 required)
Agility:	5
Cost:	MCr 50.7828 (discount applied)

HIGH GUARD USP

Sentinel FY-0105921-200000-20000-0 50 tons
Crew=2. Fuel=11.25. EP=4.5. Agility=5. TL=12.



SENTINEL CLASS PATROL CUTTER

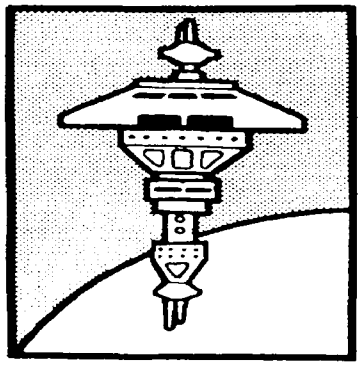
STINGER CLASS MISSILE LAUNCH
(High Guard Design)

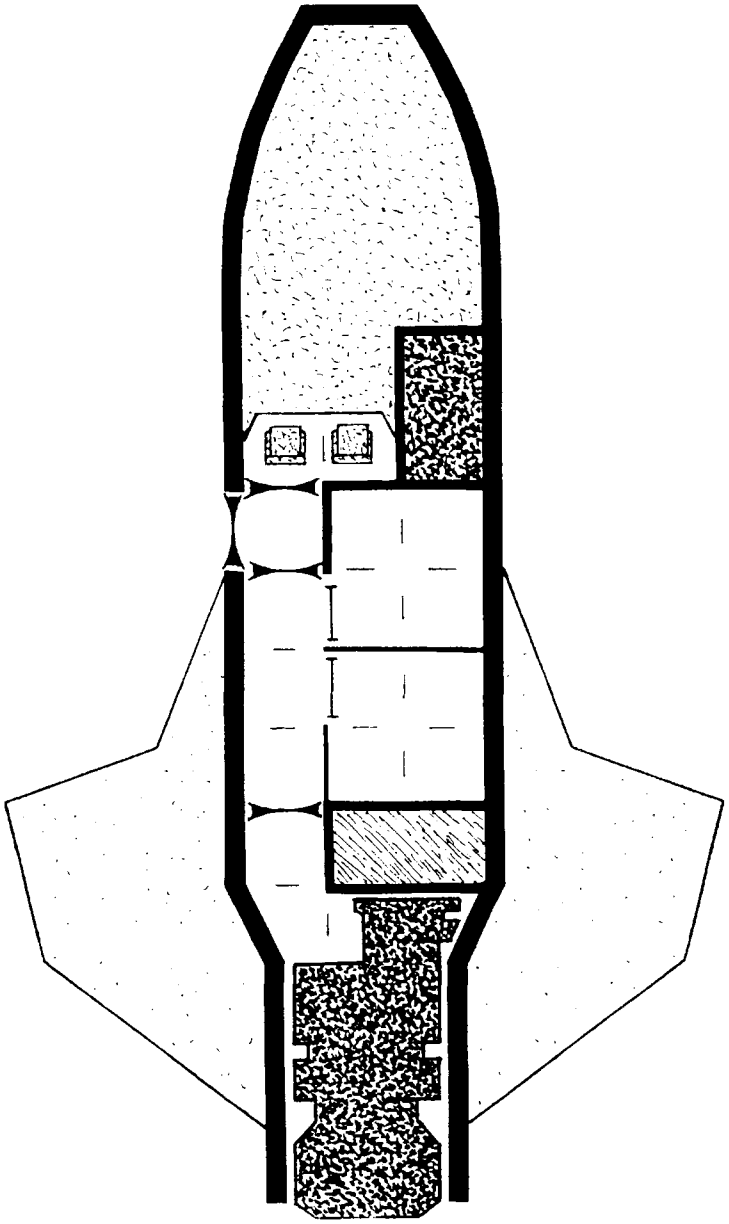
The Stingier mounts three missile racks directly forward of the cargo bay. Access to the racks is from the cargo bay to allow reloading of stored missiles. The stateroom is located aft of the cargo bay.

Tech Level:	9
Tonnage:	20 tons
Hull:	Needle/Wedge
Maneuver:	4G
Power Plant:	4
Fuel:	1 ton
Computer:	Model 2
Hull Armor:	Factor 3
Weaponry:	3 Missile Racks
Crew:	2 (1 required)
Cargo:	2.2 tons
Agility:	4
Cost:	MCr 19.4486 (discount applied)

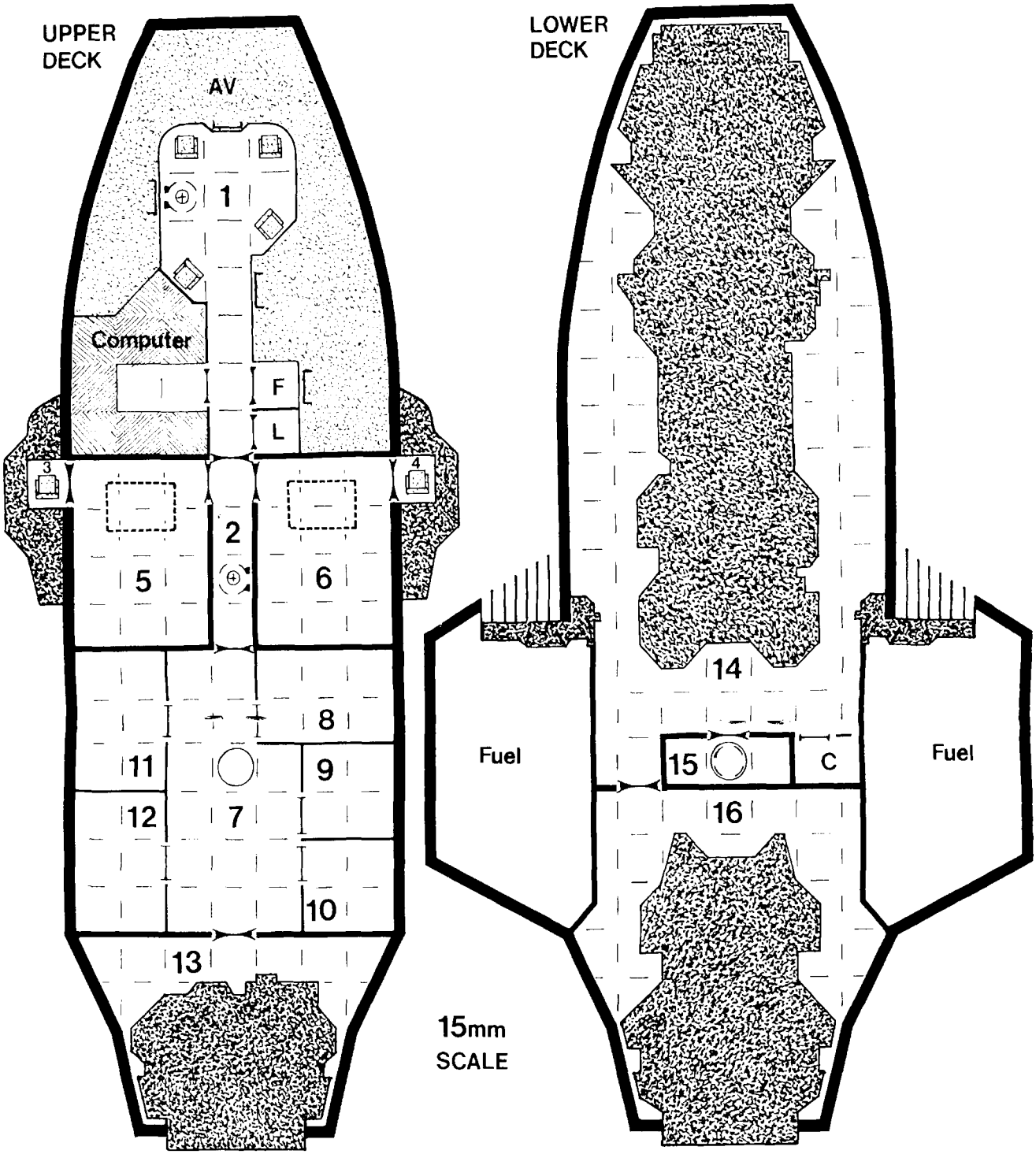
HIGH GUARD USP

Stinger FM-0104421-300000-00003-0 20 tons
Crew=2. Cargo--2.2. Fuel=1. EP=.8. Agility=4. TL=9





STINGER CLASS MISSILE LAUNCH



SENTRY CLASS SDB

ARMORED BULKHEAD

INTERIOR BULKHEAD

INTERIOR WALL

SLIDING DOOR

IRIS VALVE

IRIS VALVE IN FLOOR

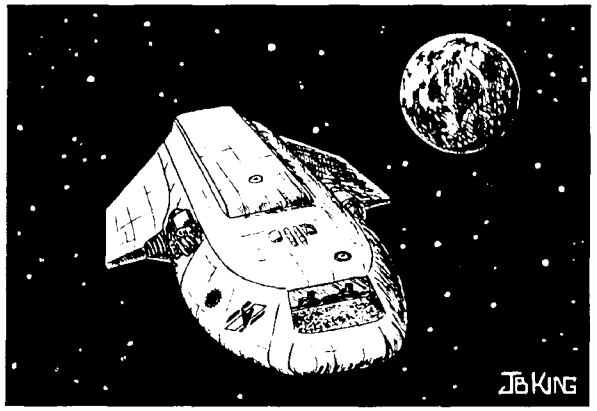
IRIS VALVE IN FLOOR AND OVERHEAD

OVERHEAD MANUAL HATCH

SENTRY CLASS SDB

By James B. Ring

Because the Spinward Marches Sector lies on the very frontier of the Imperium (or Imperia), it lacks the high average technology that is prevalent closer to the Imperial core. This situation can be quite inconvenient for commercial craft constructed at higher tech levels that require maintenance and repairs, and, for small navies (such as planetary), can be a severe strategic impairment to non-jump military ships of higher tech levels. The problem is often partially alleviated through the use of jump shuttles (see Supplement 7 - Traders and Gunboats). The other alternative is to construct non-jump vessels at lower tech levels to allow maintenance and repair on the lower tech planets they defend. Though such vessels are less capable, jump shuttles are not required and repairs can be undertaken locally.



The Sentry class system defense boat is an example of a lower tech boat, constructed at TL 10. The vessel is a product of the design firm Hettinger and Pohle, Associates, and can be found in many planetary and subsector navies across the Spinward Marches.

DECK PLAN DESCRIPTION

1. Bridge. All avionics and ship controls are located here. Acceleration couches are provided for the captain/pilot and navigator, as well as for an engineering monitor station and the computer station. The Model 5 computer is housed in a separate room adjacent to the bridge. The ship's locker and a fresher for on duty personnel are also included on the bridge.
2. Central Passage. This passageway can serve as an airlock, with access from above.
3. Port Fire Control. Controls for the ship's weaponry installed in the port turret is located here.
4. Starboard Fire Control. Controls for the ship's weaponry installed in the starboard turret is located here.
5. Port Cargo Bay. This bay serves primarily as missile storage for the nearby turrets. Access to it from outside is through the port elevator hatch built into the upper hull.
6. Starboard Cargo Bay. This bay serves primarily as missile storage for the nearby turrets. Access to it from outside is through the starboard elevator hatch built into the upper hull.
7. Lounge. Recreation and eating facilities are located here.

8-10. Officers' Quarters. These are single occupancy staterooms for the captain, the navigator, and the chief engineer. The captain is usually quartered in the largest (number 8).

11-12. Crew Quarters. These are double occupancy staterooms for the remaining engineers and the gunners. Though the chief gunner will likely be among the ship's officers, on this vessel he is quartered with his gunnery companion.

13. Upper Drive Room. The upper part of the maneuver drive is accessible here.
14. Power Plant Room. The power plant is located here, as well as life support and fuel scooping equipment.
15. Air Lock. This is the main air lock for the vessel. It includes storage space for vacc suits.
16. Lower Drive Room. The lower part of the maneuver drive is located here.

SENTRY CLASS SPECIFICATIONS
(High Guard Design)

Tech Level:	10
Tonnage:	200 tons
Hull:	Needle/Wedge
Maneuver:	5G
Power Plant:	9
Fuel:	22.5 tons (5 weeks)
EP:	18
Computer:	Model 5
Hull-Armor:	Factor 5
Weaponry:	2 Lasers, 4 Missile Racks
Crew:	7-Pilot, Nav/Medic, 3 Engineers, 2 Gunners
Cargo:	8 tons
Agility:	5
Cost:	MCr 228.26

(standard design discount applied)

HIGH GUARD USP

Sentry SB-2105951-500000-20004-0			200 tons
batteries bearing 2	4		Crew=7
batteries 2	4		TL=10

Cargo=8. Fuel=22.5. EP=18. Agility=5.

PROFILE: DAVE WILLIAMSON

By Jerry Campbell

Ex-Army Enlisted
Dave Williamson 886897 4 terms Age 34 Cr 15,000
Medikit, Auto Pistol, Shotgun, Cloth
Skills: Auto Rifle-3, Medical-2, Jack-o-Trades-2, Wheel Veh-2, Instruct-2, , Auto Pistol-1, Shotgun-1, Blade-1, Computer-1, Mechanical-1, Carousing-1

Dave Williamson served with distinction (i.e.- he never got caught) with the Imperial Army. Unfortunately, his lack of inner drive and unwillingness to take heavy responsibility never allowed him to rise above the rank of E-5. He spent most of his time in the service as a medic, an odd choice of profession for a person who, in his own words, "hates the human races with an equal passion". Dave's whole lifestyle is a seeming jumble of contradictions. He is fascinated with weaponry, but dislikes killing. He dislikes people, but loves medicine and treating patients. Smarter than the average by far, he refuses to do anything with his intellectual abilities. Dave is fascinated with women, yet deathly afraid of them In other than strictly work associations. Lazy with himself, he'll work his backside off for another, when he feels like it.

Part of Dave's makeup stems from his loss of a daughter several years' back. She was killed in a vehicular accident that left him somewhat detached from reality, a method of coping for him now that can lead to numerous problems. He tends to be a loner most of the time, finding personal attachments too much of a bother. The same goes for

"causes" - he may or may not go in for one, and may stick with it when the chips are down, but don't count on it. It depends on the money involved as Dave could best be described as a true mercenary; i.e. "Money talks, all else is debatable."

If players should happen to hire or otherwise become involved in working with Dave, care should be taken to treat him with kid gloves to retain his abilities. To treat him like a normal "cannon-fodder" NPC should, at best, find the players minus an NPC. At worst, the players might find themselves in more trouble than they ever dreamed.

CROSSWORD ANSWER KEY

Across	Down
1. PILOT	2. IMPERIUM
4. SCAVENGER	3. TAS
6. STARPORT	5. RULEOFMAN
8. MEGA	7. PUSH
10. RESPIRATOR	9. MARCMILLER
14. VILANI	11. CAMPAIGN
19. CHASM	12. BRIDGE
20. CONFEDERATION	13. BODYPISTOL
23. ADVENTURE	15. ASTROGRAPHY
26. UPP	16. MERCHANTS
27. PSIONICS	17. LASERPISTOL
28. VACCSUIT	18. MUSTEROUT
	21. ANAGATHIC
	22. STREPHON
	24. AIRRAFT
	25. REGINA

TRAVELLER CROSSWORDS

By Glen Allison

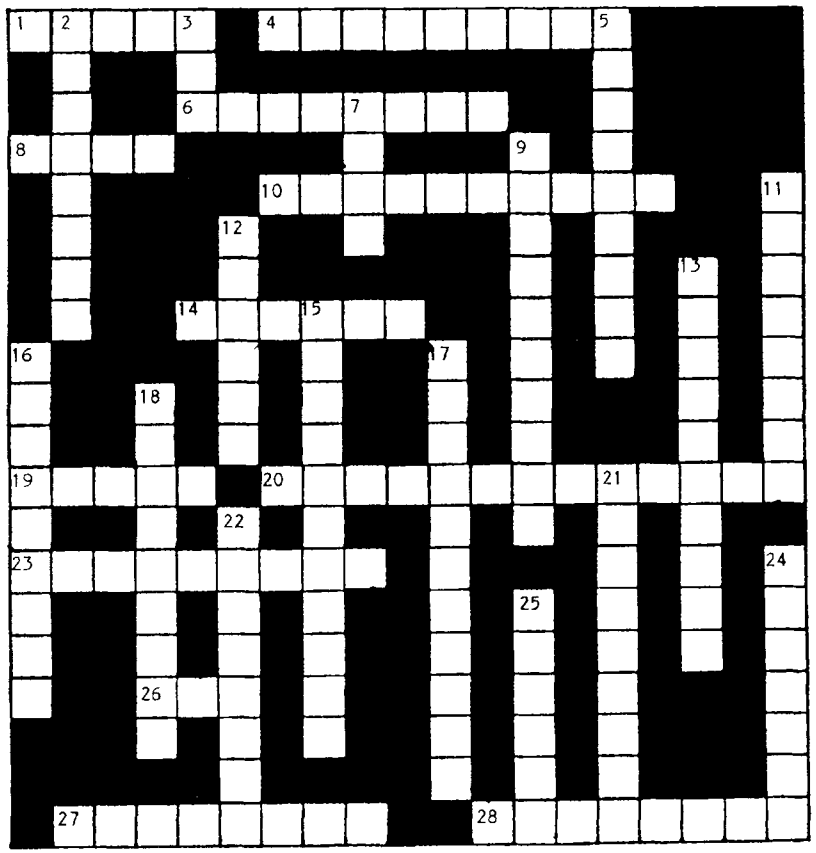
ACROSS:

1. Han Solo was one of these.
4. An animal type.
6. Landing area for starships.
8. A very large corporation.
10. Necessary on planets with very thin atmospheres.
14. The first major human interstellar civilization.
19. An element of Broken Terrain.
20. A group of independent states, worlds, or systems united for a particular purpose.
23. What you would expect to encounter while role-playing.
26. A profile of a certain character.
27. Used by the Zhodani.
28-Required for activity in the vacuum of space.

DOWN:

2. Interstellar community.
3. A society for interstellar travellers.
5. A.K.A. The Ramshackle Empire.
7. A method used to convince players to go somewhere or do something.
9. A popular game designer.
11. An on-going Traveller game.
12. Ship's control center.
13. A small, non-metallic weapon designed to evade detection by most weapon detectors.
15. The science of mapping interstellar space.
16. Alexander L. Jamison's profession.

17. A weapon not included in The Traveller Book.
18. Leaving your service of choice.
21. Drug that counteracts the aging process.
22. A former emperor.
24. A popular form of grav travel.
25. A special subsector.



(Answers on page 18)

MK XIV LIQUID EXPLOSIVE

By Jerry Campbell

The MK XIV Liquid Explosive, also known as "Detdrops" and "Mother's Tears", is a Sword Worlds development originally created as a bomb casing filler. As MK XIV L.E. will gel in a few seconds after exposure to air or water, other applications for its use were soon realized. It became popular with various covert-ops and extra-legal organizations that wanted a reliable, compact, point-application explosive to assist in gaining access to those areas normally designed to prevent such access.

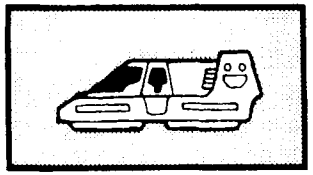
MK XIV L.E. is a clear, odorless liquid, most commonly found in 5, 10, and 50 gram squeeze bottles. It is illegal in civilian hands on worlds with a Law Level above 1. The compound is a TL-12 development, though a cruder form can be worked up at TL-11. MK XIV L.E. requires a special composition igniter (magnesium polybutocarbonate), which can be rigged to fire either electrically or by common fuse. When available, usually through military surplus outlets or on the black market, MK XIV L.E. will most often be found in a boxed or bagged kit containing the following: 2 ea. bottles of MK XIV L.E., 1 ea. igniter per gram of explosive, 20m spool of .5mm wire, 1 ea. plzeo-electric detonator, and sometimes 5m of common (25 cm/sec) fuse.

MK XIV L.E. does 406/gram damage at TL-12 and if tamped will do 606-3/gram damage. The TL-11 composition does 3D6 and 5D6-4 respectively.

While prices vary widely from world to world, the following should act as a guide for the

referee. At TL-11: Kit (as described above) - Cr 15/gram, MK XIVL.E. (alone) - Cr 6/gram, extra igniters - Cr 2 each. At TL-12: Kit - Cr 10/gram, MK XIVL.E.(alone) - Cry/gram, igniters, Cr 1 each.

MK XIV L.E. is totally safe (at least the TL-12 version is) until detonated by its special igniter compound. If exposed to flame it will simply burn.



JUMPSPACE

Back issues are available! Send $2.50 for each one desired.

#2. Every Character Is Unique; SHP-53 Shriker Heavy Jump Fighter; Jump Fuel Allocation; Secret Cargo Holds; Pre-Generated Characters: Pirate.

#3. The Human Spirit (fiction); Hornet 23E Main Battle Tank; The Modified Scout/Courier; A Smuggler's Wish List; Pre-Generated Characters: Merchant.

PRE-GENERATED CHARACTERS: MARINE

By Jerry Campbell

1. Ex-Marine Captain 6884A5 3 terms Age 30
   Cr 30,000
   TAS membership
   Skulls: Cutlass-3, Revolver-1, Computer-1, Admin-1, Leader-1, Blade-1

2. Ex-Marine Captain 958357 2 terms Age 26
   Cr 20,000
   Cutlass, Blade
   Skills: Cutlass-2, Laser Carbine-1, Revolver-1, Vacc Suit-1, Electronics-1

3. Ex-Marine Lt. Colonel CA8665 4 terms Age 34
   Cr 80,000
   1 High Passage
   Skulls: ATV-2, Gambling-2, Revolver-2, Blade-1, Cutlass-2, Air/raft-1, Mechanical-1

4. Ex-Marine Lieutenant C58857 5 terms Age 38
   Cr 6,000 Annual Pension: Cr 4,000
   Cutlass 1, Low Passage, TAS membership
   Skills: SMG-2, Brawling-2, Laser Carbine-1, Revolver-1, Cutlass-1, Electronics-1

5. Ex-Marine Captain CA6848 3 terms Age 30
   Cr 25,000
   Cutlass
   Skills: Cutlass-3, Revolver-2, Air/raft-1, ATV-1

6. Ex-Marine Captain 898898 1 term Age 22
   Cr 5,000
   1 High Passage
   Skills: Revolver-2, Cutlass-1, Brawling-1, Tactics-1, Vacc Suit-1

7. Ex-Marine Lieutenant 575835 1 term Age 22
   Cr 30,000
   1 High Passage
   Skills: Revolver-2, Laser Carbine-1, Cutlass-1, Mechanical-1

8. Ex-Marine Lieutenant 548869 3 terms Age 30
   Cr 35,000
   1 High Passage, 1 Low Passage
   Skills: Cutlass-3, Revolver-1, Gambling-1

TIFFANY STAR

Fanzine

Newsletter supporting the HISTORY OF THE IMPERIUM WORKING GROUP (HIWG) in developing the future setting of the Imperium. Six issues come with annual membership to HIWG. Authors and artists include Marc Miller, Jeff Swycaffer, Ed Edwards, John Meyers, Gregg Giles, Craig Sheeley, Tom Peters, and Phil Morrissey. Mike Mikesh, editor.

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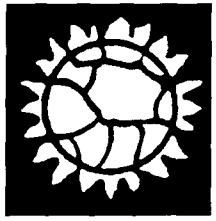
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